

Amendment to the Specification:

Please replace paragraph 0018 with the following amended paragraph:

[0018] For example, three team players, Jack, Mary and Bob commence per-spin team play on three [[of]] compatible slot machines 300-303, such as three-reel slot machines. Once the team players initiate play at their respective slot machines, the following individual game results and team game result may occur (assuming the team game result is obtained by selecting one symbol from each reel position that provides the best team game result):

	REEL 1	REEL 2	REEL 3	CORRESPONDING PAYOUT FOR CONVENTIONAL VERSUS TEAM RESULTS
JACK	BELL	ORANGE	BELL	0
MARY	CHERRY	BAR	CHERRY	5 COINS
BOB	BAR	CHERRY	BELL	0
TEAM GAME RESULT	CHERRY	CHERRY	CHERRY	5 COINS PER TEAM PLAYER

Please replace paragraph 00181 with the following amended paragraph:

[00181] Members of a team may desire to play at adjacent or nearby gaming devices. Ordinarily, it may be difficult for members of a team, especially of a large team to find an empty block of gaming devices. Accordingly, in one or more embodiments, members of a team may reserve a group of gaming devices. To have the gaming devices reserved, the casino or other establishment in which the gaming devices are used may prevent, during the time period specified in the reservation, players other than the team members from occupying the gaming devices that have been reserved. The gaming devices will then be free for the team to use during the reserved time period. A team benefits from being able to reserve a block of gaming devices because it allows them to play together. A casino benefits from the ability to bring a large group of people to play at its devices.

Please replace paragraph 00209 with the following amended paragraph:

[00209] In a game based on solving mysteries, (e.g., a Clue™ - themed game), two or more team members may each have the opportunity to contribute to solving a mystery. A first player may choose a suspect, e.g., through active selection or through spinning a reel that lands on a suspect. The suspect may be the player's choice as to who committed a crime. A second player may choose a weapon [[the]] which represents his choice of the weapon used in committing the crime. A third player may choose a location that represents his choice of the location in which the crime was committed. Each player on the team may then receive a payout based on the correspondence between the player's choices and what are deemed to be the actual circumstances of the crime. For example, the payout may be greater if two of the choices were correct than if none of the choices were correct.